

FIG. 1A

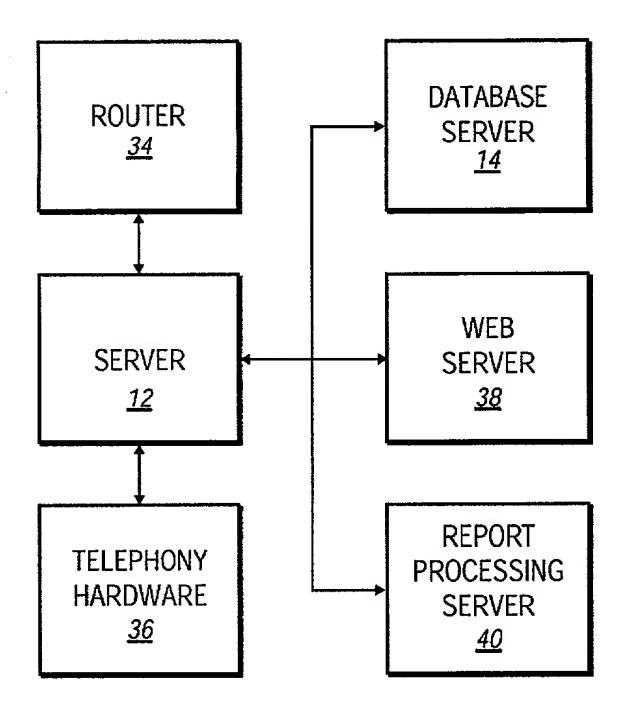
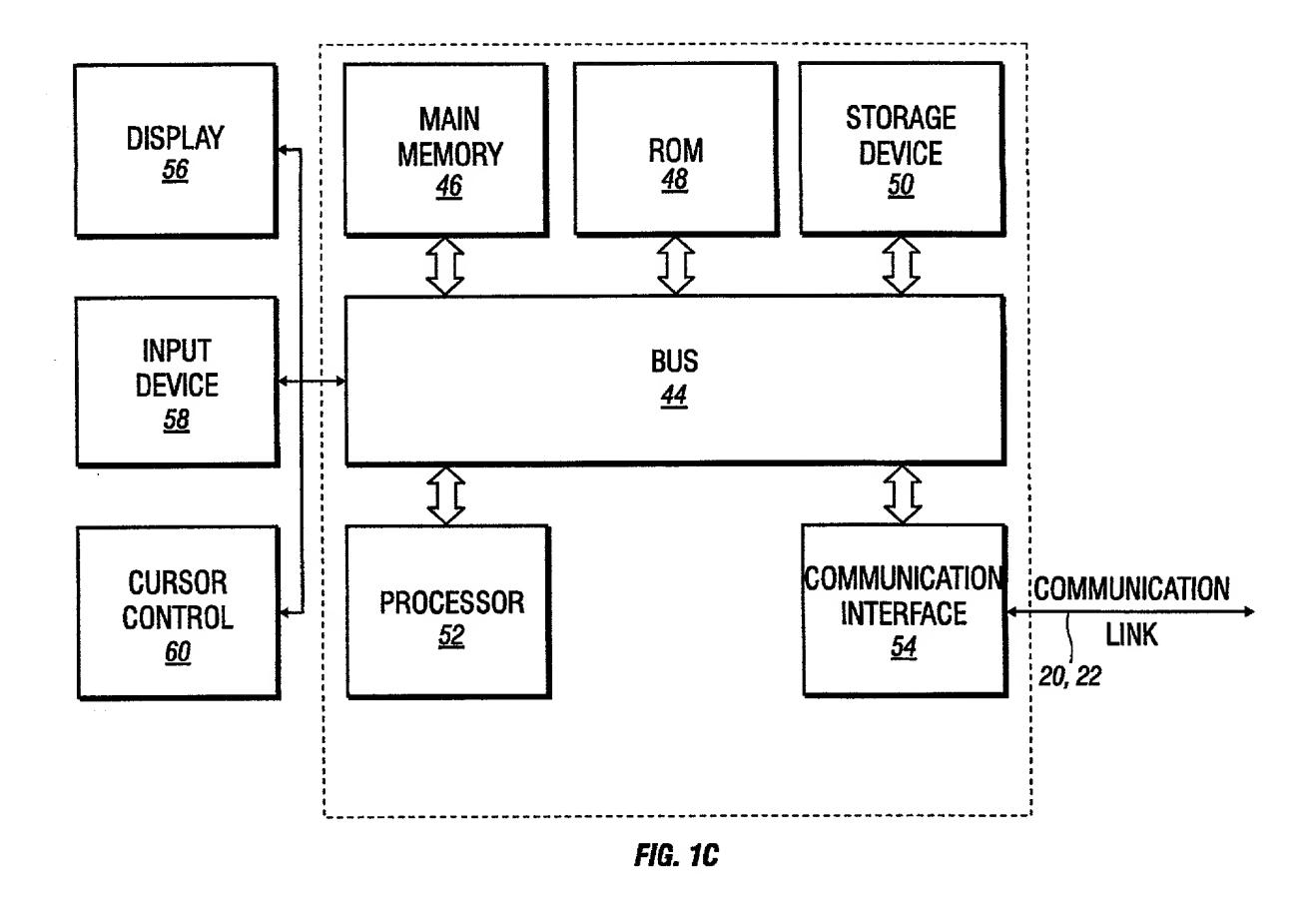
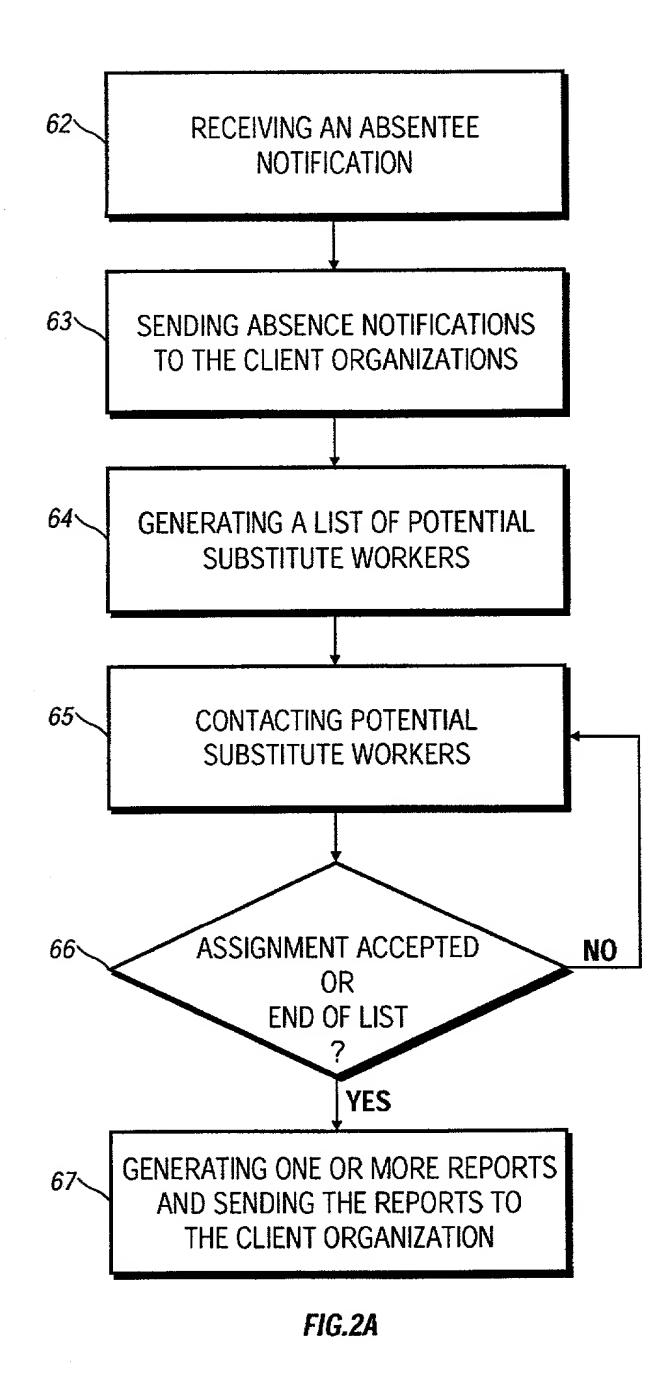
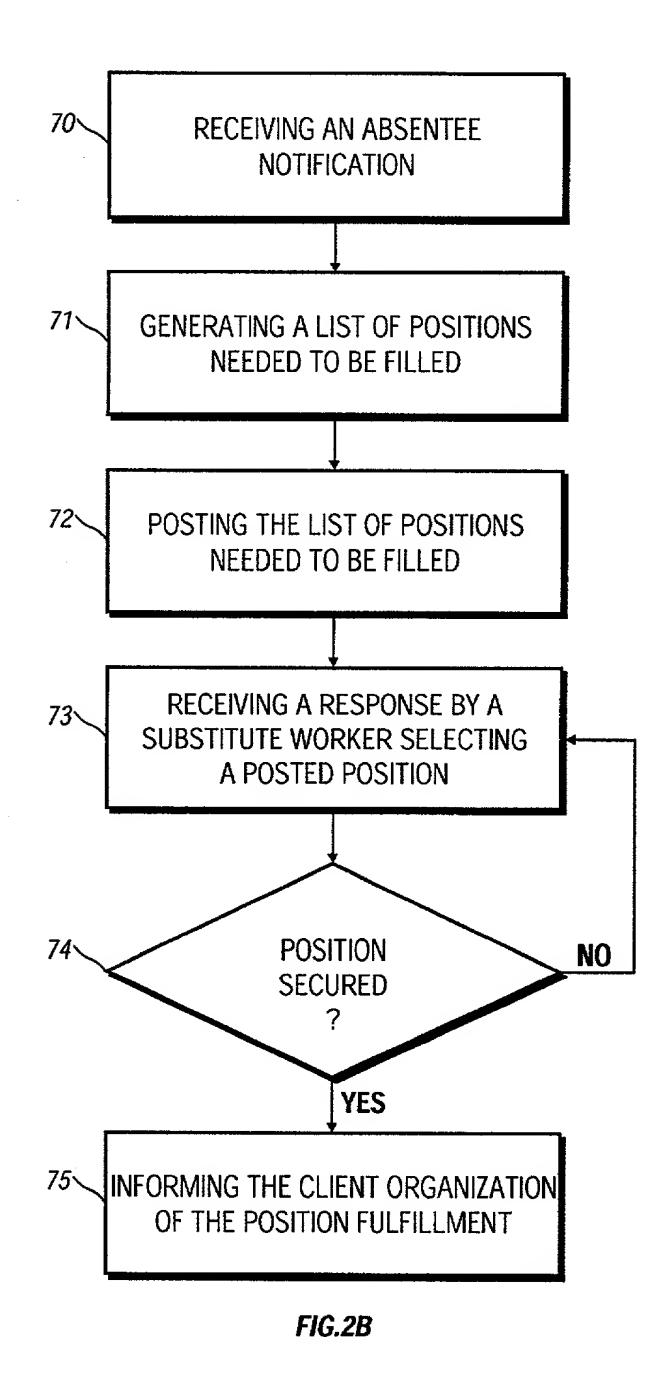


FIG. 1B







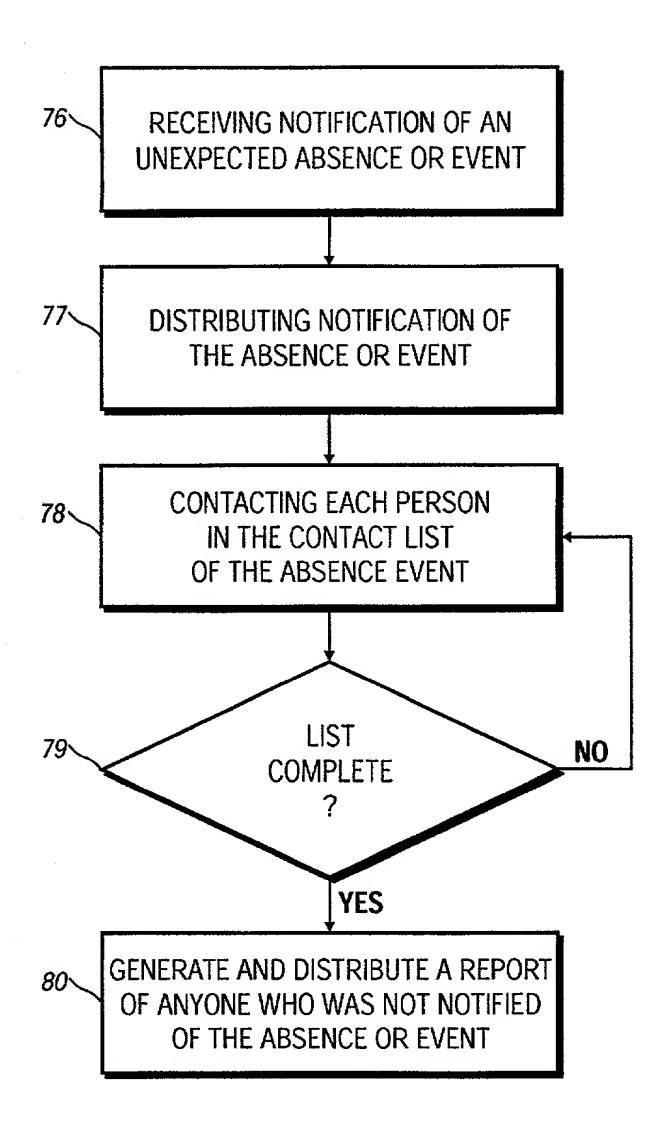
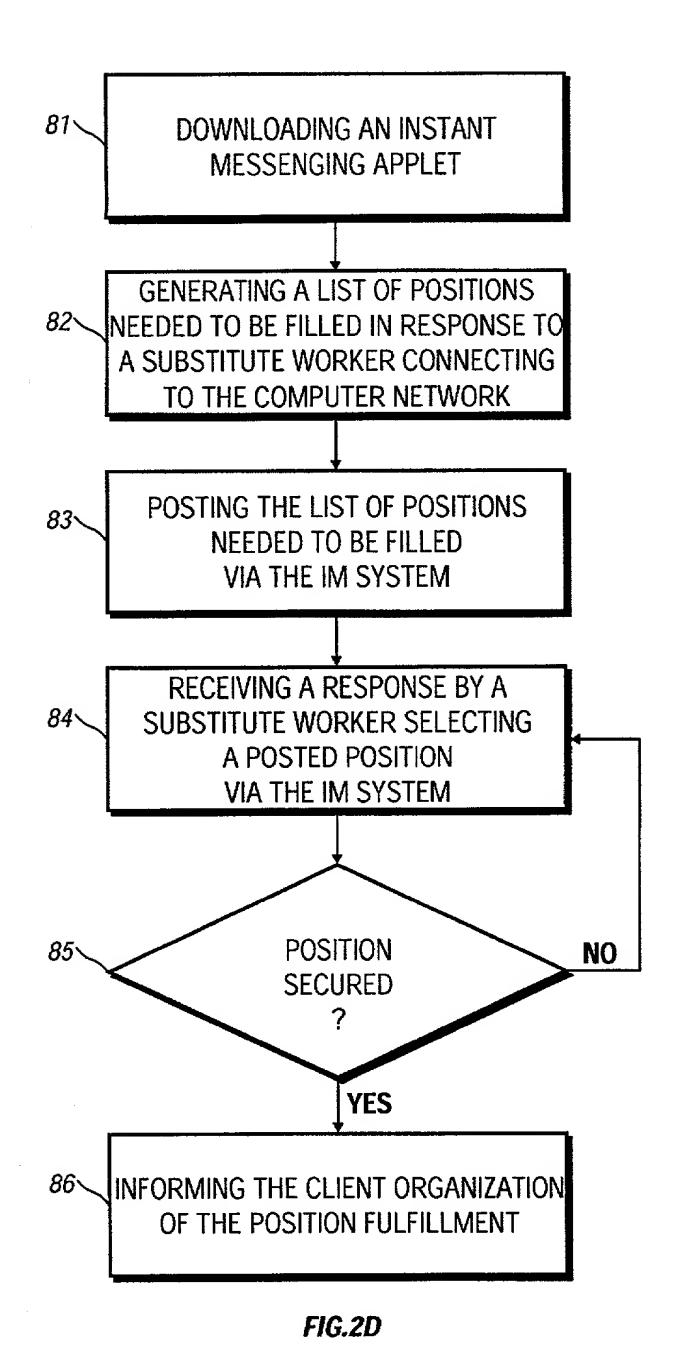


FIG.2C



130

90\

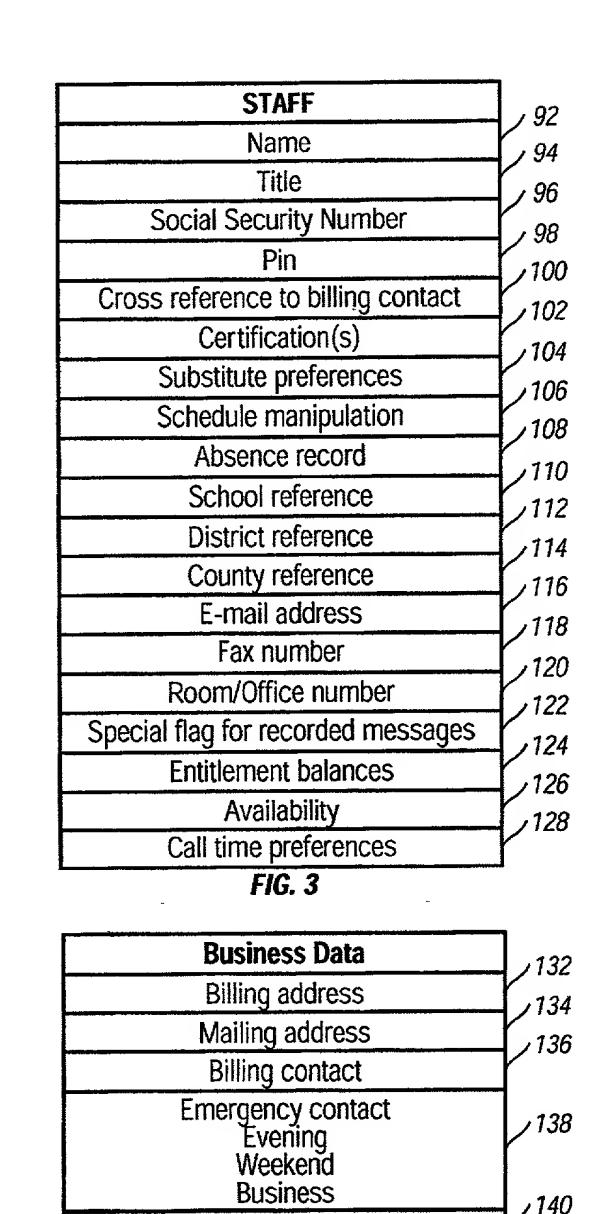


FIG. 4

Phone number

Fax number

E-mail

P0 #

Options turned on

140

142 ر

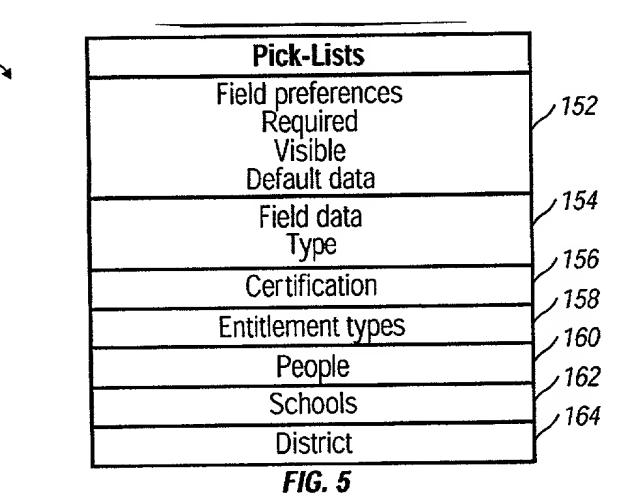
144

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166



School Data	
Name	
Code	
Туре	
Principal	
Fax	
Assign fax list	
Phone	
Secretary	
Assign substitute	
Assign staff	
Record/Play	

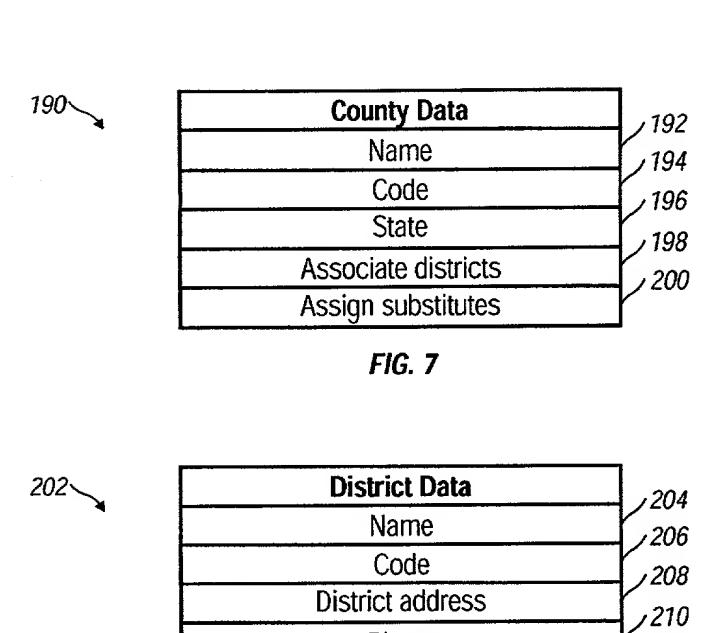


FIG. 8

Phone

Fax

Assign fax list

Administrator/Board secretary

Associate schools

Assign substitutes

Assign staff

Record/Play

212

214

₁216

218

220

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1224

Preferences
Options Calling numbers Select internet/intranet calling profiles Password Key value

FIG. 9

226\

Reports	
Acceptance/refusal history	\neg
Call History	
Unfulfilled	
Teacher manifest Trend analysis	
Substitute manifest	
School manifest	\neg
Substitute performance Acceptance rating Flexibility rating Trend analysis	
Staff attendance	7
Staff calendars	7
Assignment reports School District County	

FIG. 10

Wizard	25ر [
Phone	25
Emergency phone	25
Contact	\sum_{25}^{25}
Billing address	26
District	26
Title	26
Number of teachers (approx.)	26
Number of support staff (approx.)	26
Fax number	27
E-mail address optional	27
Billing contact optional	γ′

FIG. 11

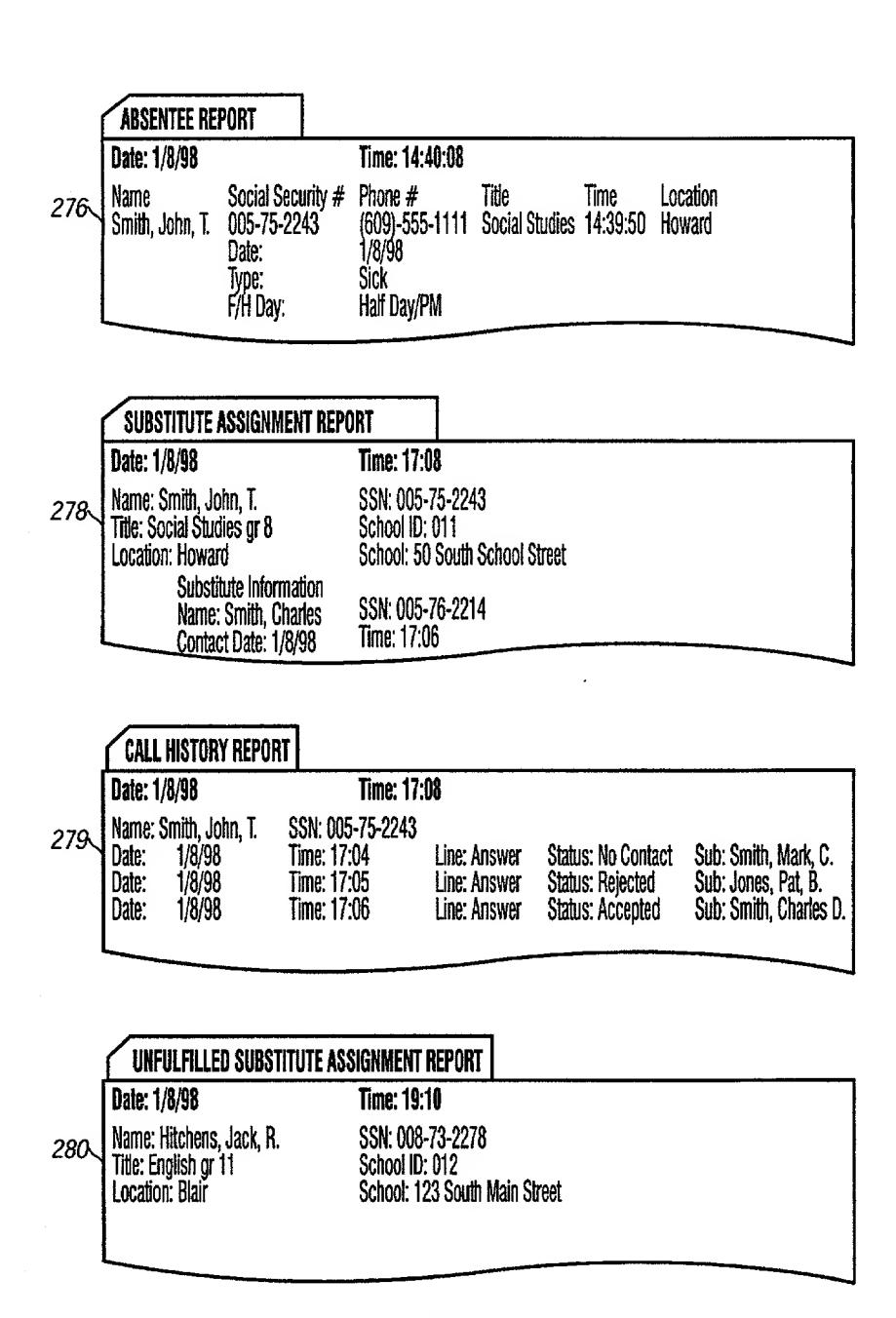


FIG. 12

	States	Events							
	ST = State Transition	Start	Receive a call	Receive Valid Input	Receive Invalid Input	Timeout	Max Retries Reached		
	Telephony Application								
	Teacher Call-in		₹ (
281		Prompt for SS Number	Take phone offhook; Generate "Start" Event	ST: MainMenu	ST: ErrorState	ST: Hangup	N A		
282		"1" Record Absence; "2" Listen to Entitlement Day Balances; "3" Special Instructions		"1" Pressed ST: Whenstep 1; "2" Pressed, Entitlements	Generat	Play Error Message; Generate "Start" Event	ST: Goodbye		
283	Whenstep 1	"1" Today; "2" Another Day		"1" ST: Shift; "2" ST: WhenAnotherDay	Generate	Play Error Message; Generate "Start" Event	ST: Goodbye		
284		Prompt for day of the month followed by the "#" sign	n/a		Message; Generate	Play Error Message; Generate "Start" Event	ST: Goodbye		
285		"1" Full Day; "2" Half day AM; "3" Half day PM;		ST: Absence Type or if required ST: StartTime	Message; Generate	Play Error Message; Generate "Start" Event	ST: Goodbye		
286		Prompt for a military time	N/A	ST: Absence Type	Generate	Play Error Message; Generate "Start" Event	ST: Goodbye		
287		List Valid Absence Types			Play Error Message; Generate	Play Error Message; Generate	ST: Goodbye		
288		Play instructions for recording a			Play Error Message; Generate	Play Error Message; Generate	ST: Goodbye		
(1				(1) (5) (5) (4)			8		

(1							
289	ConfirmAbsence	Replay contents of absence, prompt user to comfirm;	N/ A	"1" Pressed, ST: CheckComplete; "2" Pressed. ST: WhenAnotherDay	Generate	Play Error Message; Generate "Start" Event	ST: Goodbye
290\	CheckComplete	Press "1" Complete call and get confirmation number; "2" Enter an additional absence day;	N A	"1" Pressed, ST: Goodbye; "2" Pressed. ST: WhenAnotherDay	Generate	Play Error Message; Generate "Start" Event	ST: Goodbye
291	Entitlements	List Entitlement Day Balances, ST: MainMenu	N/A	N/A	N/A	N/A	N/A
292	ErrorState	Play standard error message; ST: Goodbye	N/A	N /A	N/A	N/A	N/A
293	Hangup	Hangup Phone ST: End	ŊA	ŊA	NA	N/A	N/A
294	Goodbye	Play goodbye message; ST: Hangup	N/A	NA	N A	N/A	ŊA

FIG. 13A (2 of 2)

	States	Events								
	ST = State Transition		Receive a call	Receive Valid Input	Receive Invalid Input	Timeout	Max Retries Reached			
295	School Administration (MainMenu	Press "1" School Menu; Press "2" Entitlement Types Menu	ŊĄ	"1" Pressed ST: RecordSchoolMenu; "2" Pressed ST: RecordEntTypesMenu	Play Emor Message; Generate "Start" Event	Play Error Message; Generate "Start" Event	ST: Goodbye			
296	RecordSchoolMenu		ŊĄ	ST: RecordSchool, or if "#" pressed ST: MainMenu	Generate	Play Error Message; Generate "Start" Event	S T : Goodbye			
297	RecordSchool	Play existing recording, if exists then prompt "1" to record new prompt, "#" to return to School Menu		"1" Pressed, record/verify prompt, ST: RecordSchoolMenu;"#" ST: RecordSchoolMenu	Play Error Message; Generate "Start" Event	Play Error Message; Generate "Start" Event	ST: Goodbye			
298	RecordEntTypesMenu	Prompt for valid Entitlement Type Recording ID		ST: RecordEntTypes, or	Play Error Message; Generate	Play Error Message; Generate	ST: Goodbye			
299		Play existing recording, if exists then prompt "1" to record new prompt, "#" to return to Entitlement			Play Error Message; Generate	Play Error Message; Generate	ST: Goodbye			
300		Play standard error message; ST: Goodbye	N/A	ŊA	N/A	N/A	N/A			
301		Thank caller for using system; ST: Hangup:	N/A	ŊA	N/A	N/A	W A			
302	Hangup	Hangup Phone ST: End	N/A	ŊA	N/A	N/A	N/A			

FIG. 13B

	States .	Events								
	ST = State Transition	Start	Receive a call	Receive Valid Input	Receive Invalid Input	Timeout	Max Retries Reached			
	FrontLine Administration	on Call-in								
303\	RecordFilesMenu	Prompt for the recording ID of the message file	N /A	ST: RecordFiles	Play Error Message; Generate "Start" Event	Play Error Message; Generate "Start" Event	ST: Goodbye			
304	RecordFiles	Play existing recording, if exists then prompt "1" to Record new prompt, "#" to return to Record Files Menu	N/A	"1" Pressed, record/verify prompt, ST: RecordFiles; "#" ST: RecordFiles	Play Error Message; Generate	Play Error Message; Generate	ST: Goodbye			
305	ErrorState	Play standard error message; ST: Goodbye	N/A	N/A	N/A	ŊA	N/A			
306	Goodbye	Thank caller for using system; ST: Hangup:	N/A	N/A	N/A	N A	N/A			
307	Hangup	Hangup Phone ST: End	ŊA .	N/A	N/A	NA	N/A			

FIG. 13C

	States	Events								
		Start	Receive a call	Receive Valid Input	Receive Invalid Input	Timeout	Max Retries Reached			
308	MakeTheCall	Dial the telephone number; ST: CallAnalysis	N/A	N/A	N/A	N/A	N/A			
309	CallAnalysis	Determine how the call was or was not answered	N/A	Person Answers; ST: Identify	Person does not answer;	n/a	N/A			
310	Identify	Prompt for SS Number or PIN Number	N/A	ST: PresentRequest	Generate "Start" Event	N/A	ST: Goodbye			
311	PresentRequest	Play request, prompt substitute to "1"Replay; "2"Accept, "3"Reject			Message;	Play Error Message; Generate "Start" Event	ST: Goodbye			
312	RejectRequest	Reject w/No more calls; "2"Reject allowing for additional calls	N/A		Message; Generate	Play Error Message; Generate "Start" Event	ST: Goodbye			
313	A UD .	Play confirmation number: ST:					N/A			
314	ErrorState	Play standard error message; ST: Goodbye	n/a	N/A	N/A	N/A	N/A			
315	Goodbye	Thank caller for using system; ST: Hangup:	N /A	N/A	N/A	N/A	ŊA			
316	Hangup	Hangup Phone ST: End	N/A	ŊA	N/A	N/A	N/A			

FIG. 13D

	States	Events								
	ST = State Transition	Start	Receive a call	Receive Valid Input	Receive Invalid Input	Timeout	Max Retries Reached			
	Fax Callout									
<i>317</i> \	MakeTheCall	Call FaxNumber ST: CallAnalysis	NA NA	N/A	N/A	N/A	N/A			
318	CallAnalysis	Determine if Fax Answered	ŅΑ	Fax Answered ST: FaxSend	Fax did not Answer ST: Hangup	N/A	N A			
319	FaxSend	Send Fax ST: End								
320	ErrorState	Play standard error message; ST: Goodbye	ŊA	NA	N/A	N/A	N/A			
321\	Goodbye	Thank substitute using system; ST: Hangup:	ŊA	NA	N/A	N/A	N/A			
322	Hangup	Hangup Phone ST: End	ŊA	N/A	N/A	N/A	N/A			

FIG. 13E

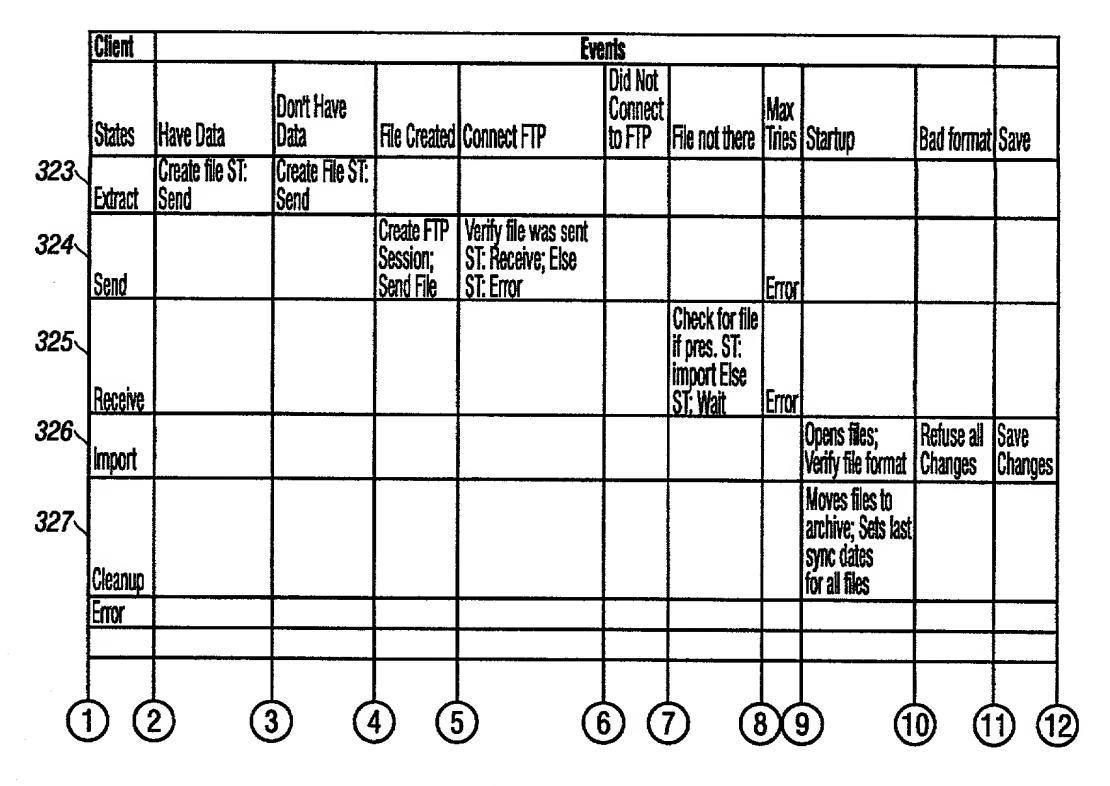
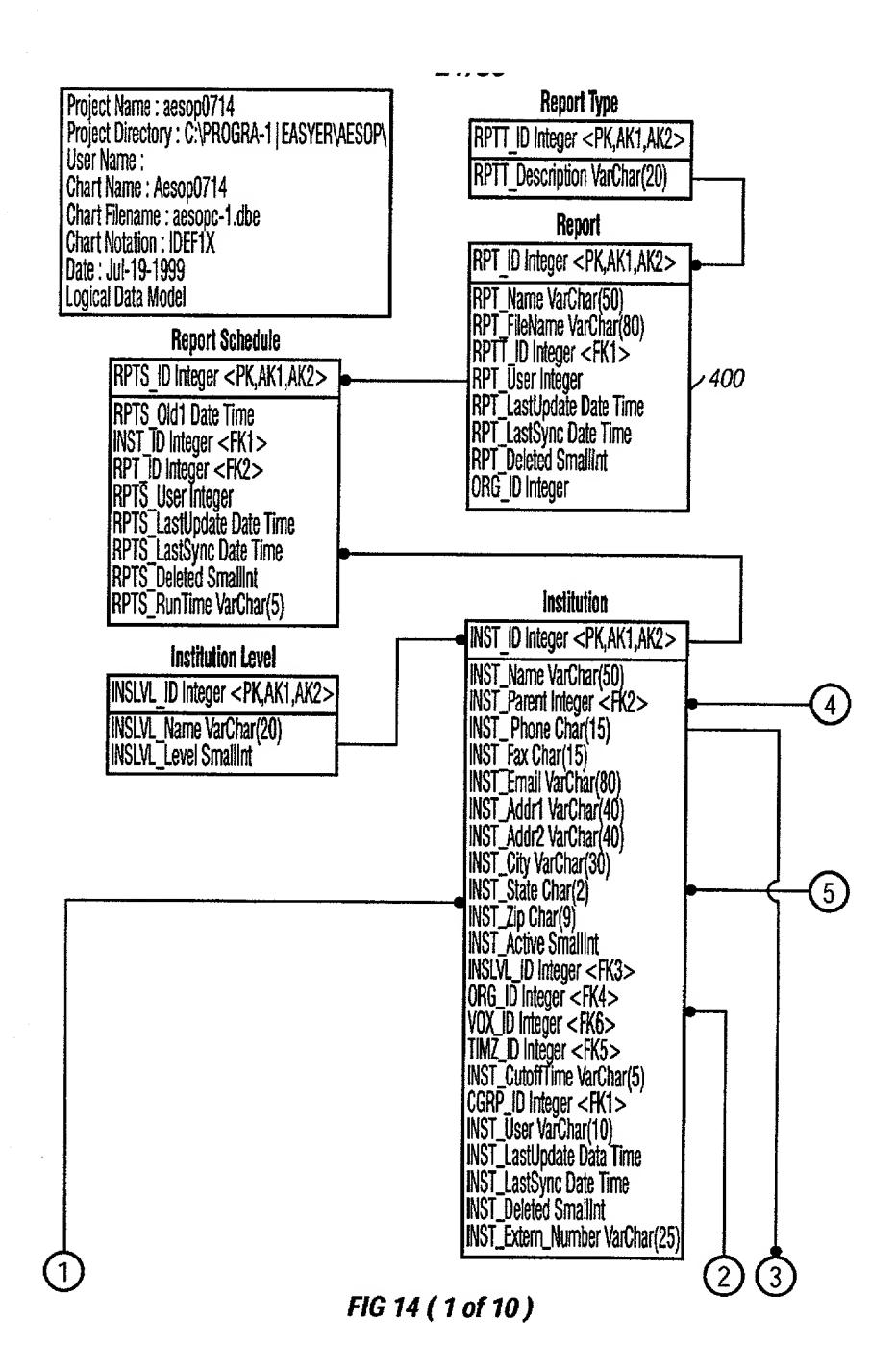
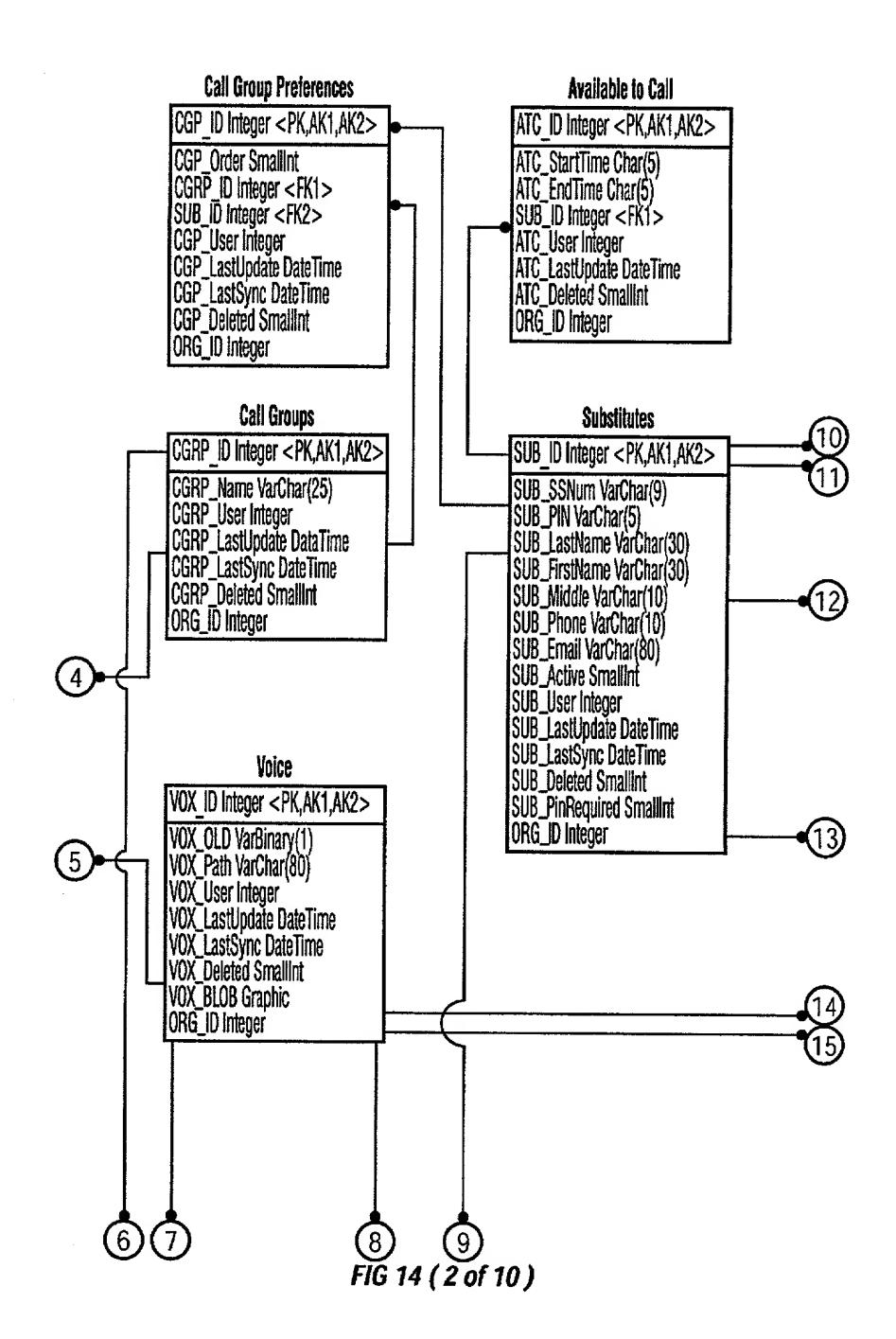


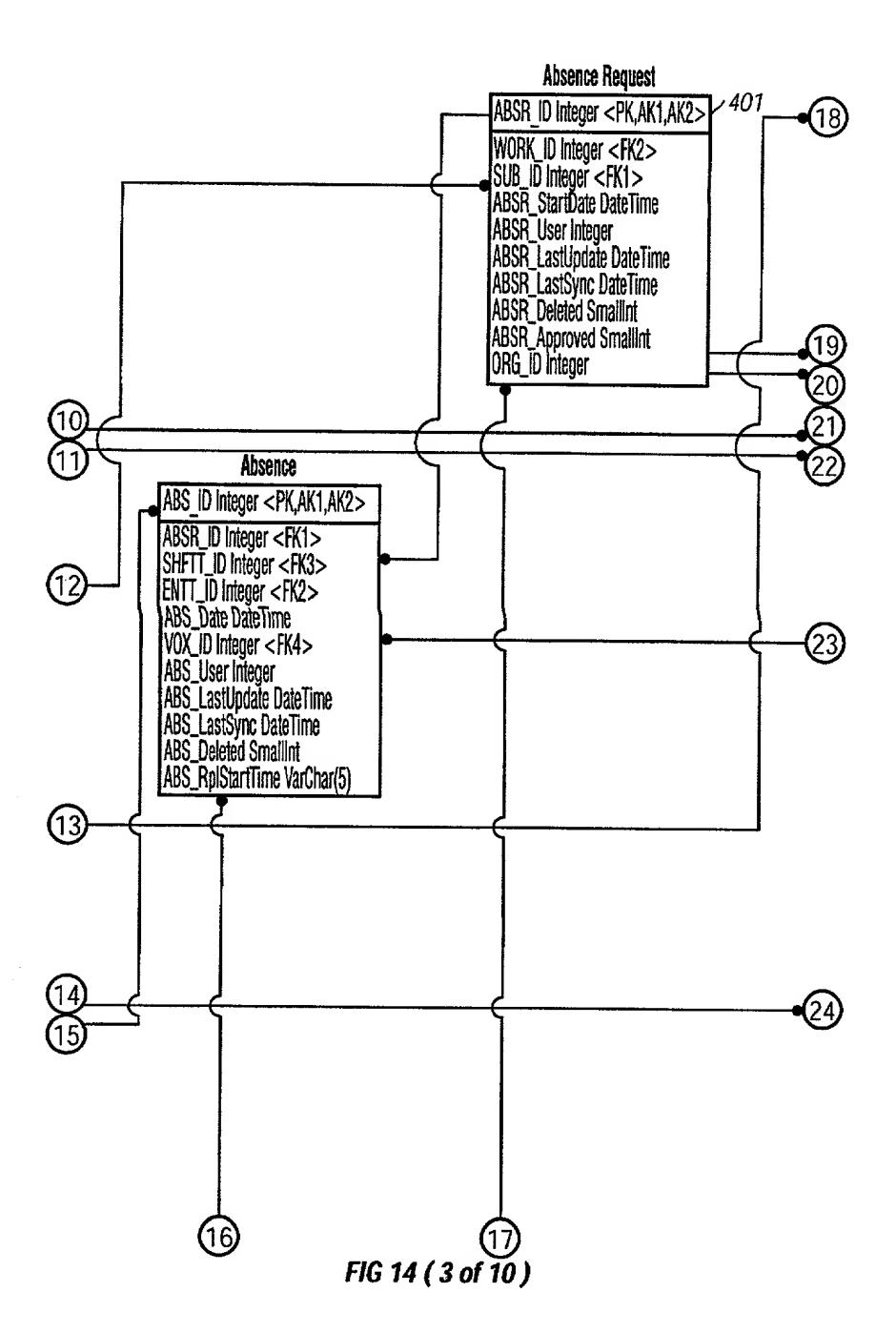
FIG. 13F (1 of 2)

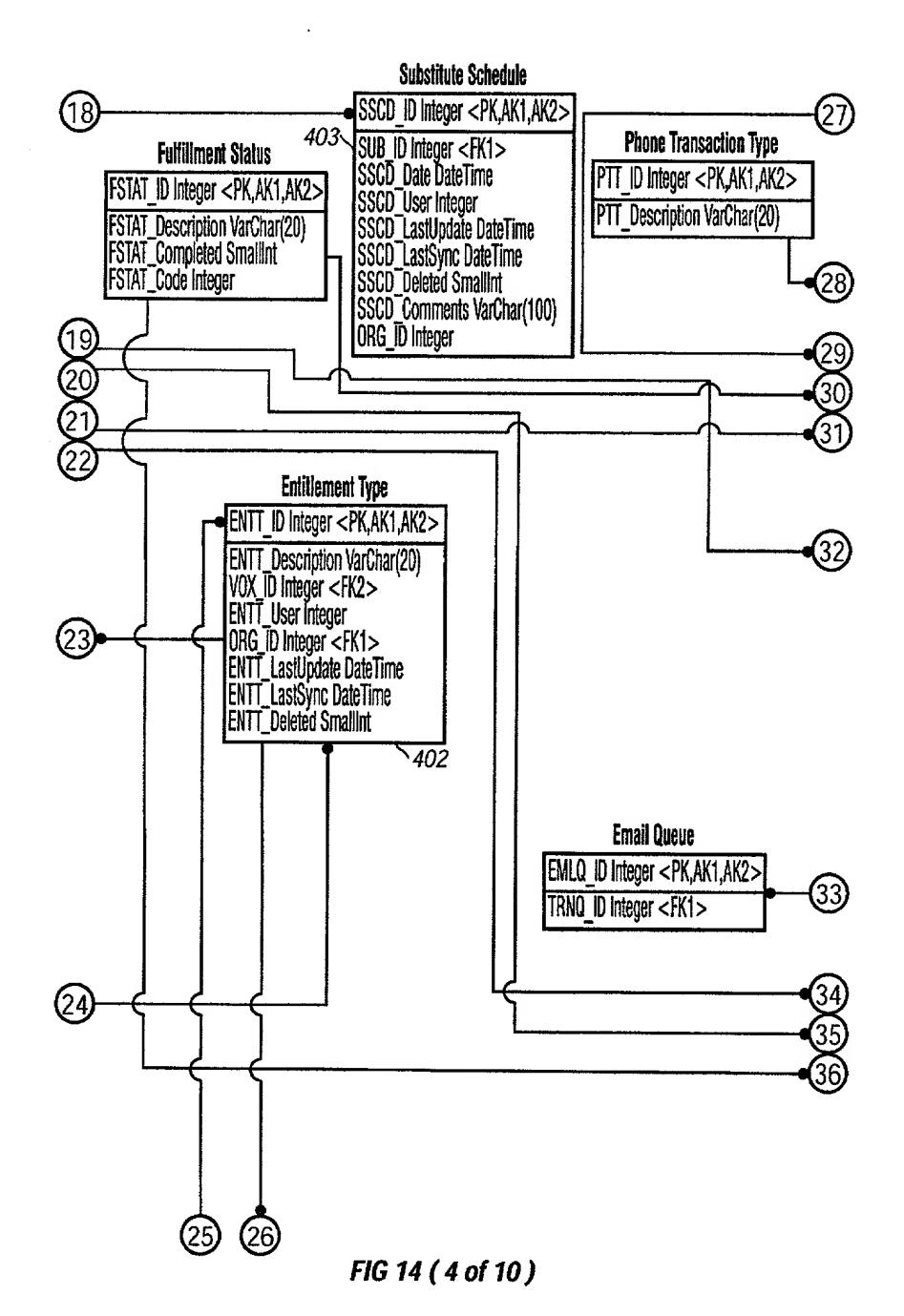
(2) (3	3 (4	1) (5	(8 (9		1) (1	2)
	Server	Eve									
	States	File Found	Startup								
<i>328</i> <	Wait	Create File ST: Import Object									
329	Import Object		Opens; Verifies; Reads; Saves or discards;								
330	Extract	Greate File ST: Import Object	Create export file; ST: Send			:					
331	Send		Close file; copies to FTP site			, i					

FIG. 13F (2 of 2)









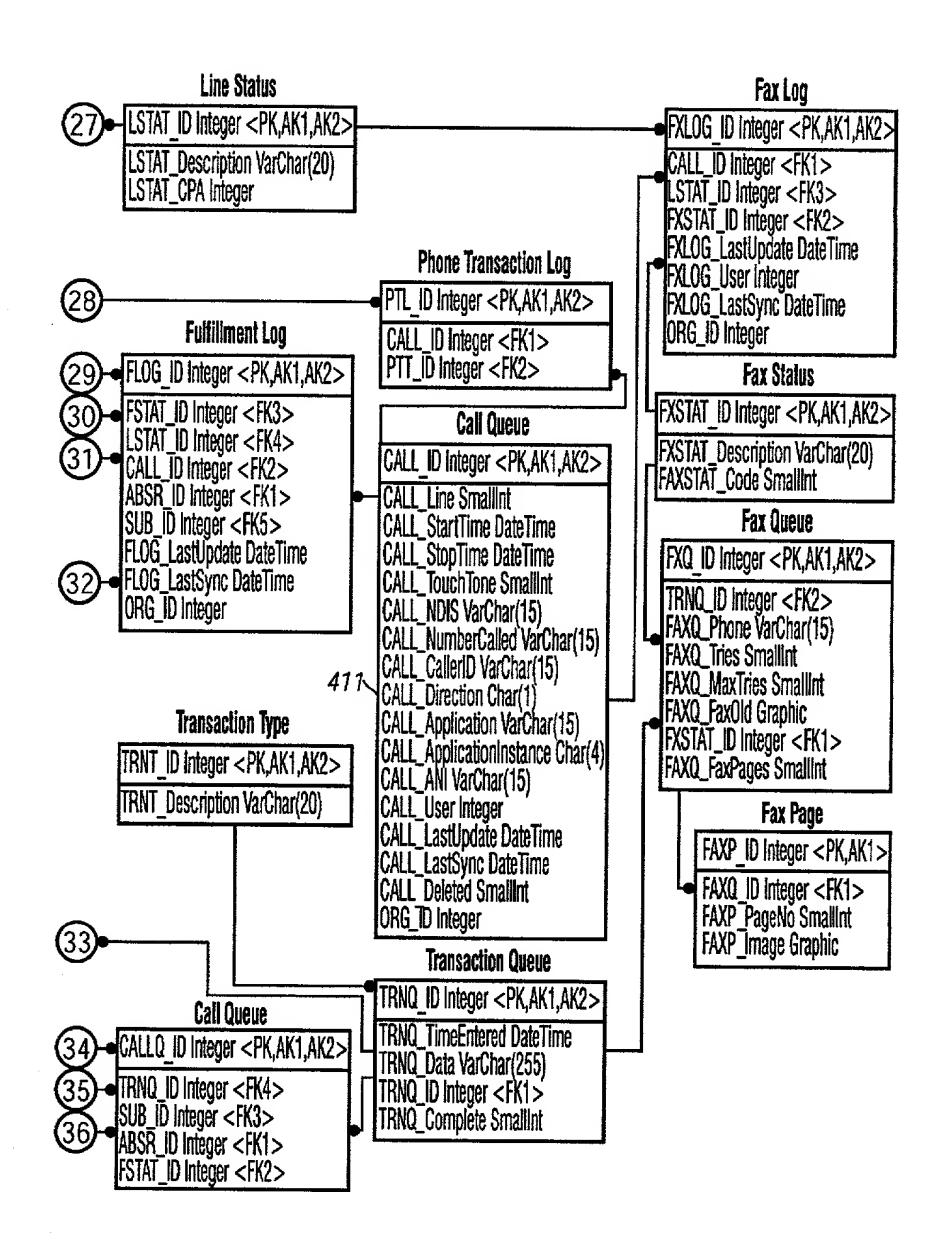
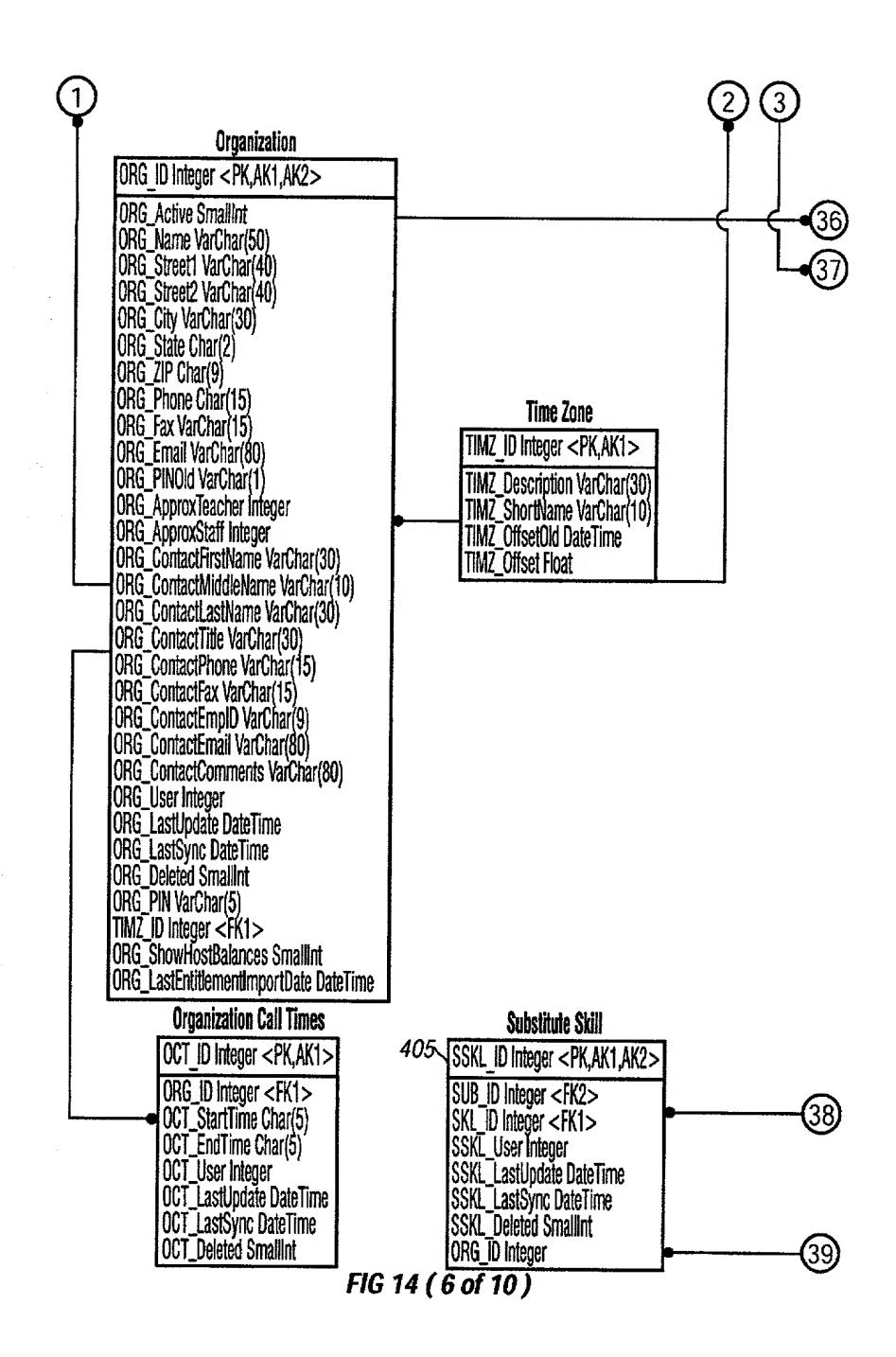
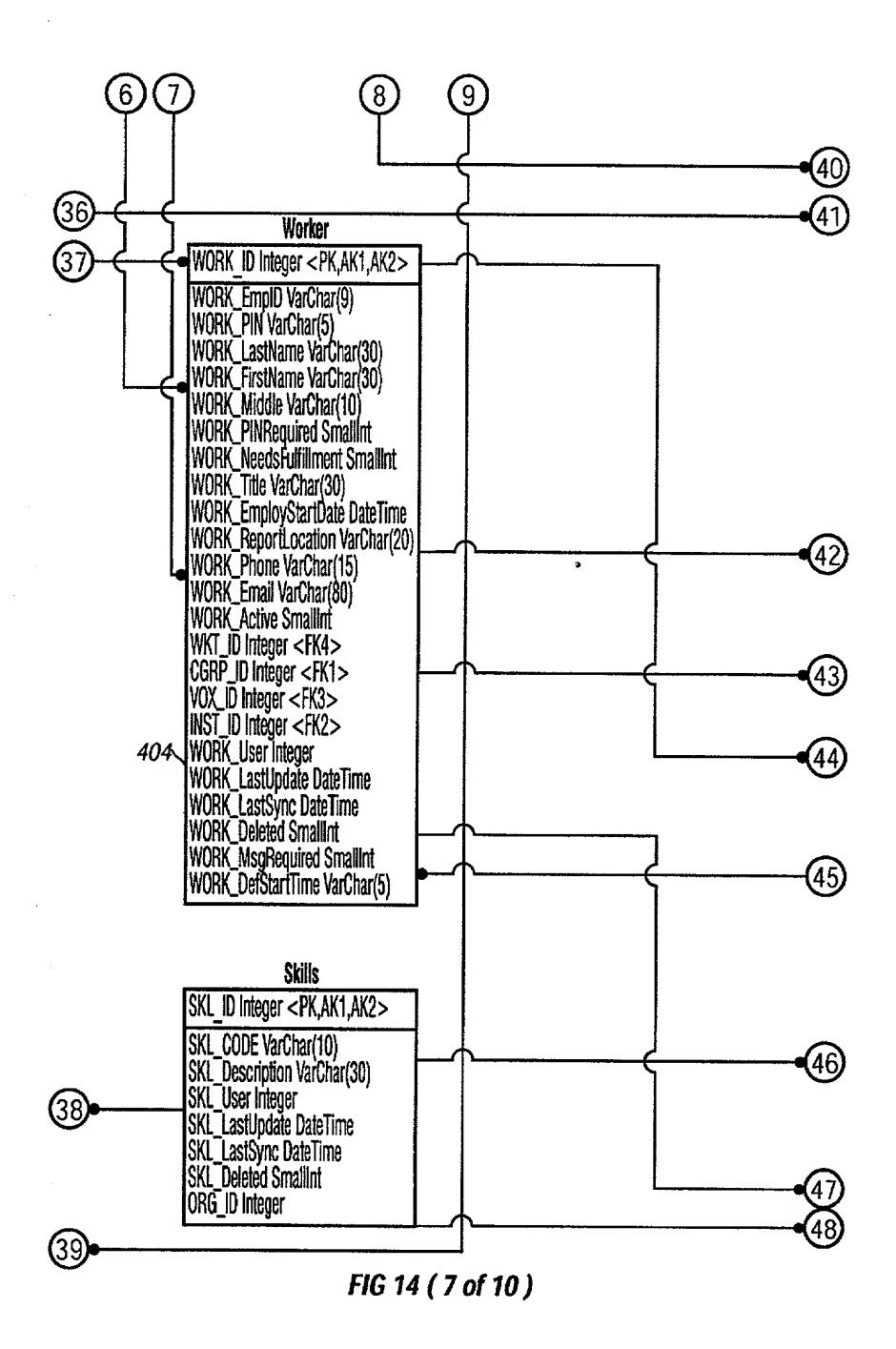
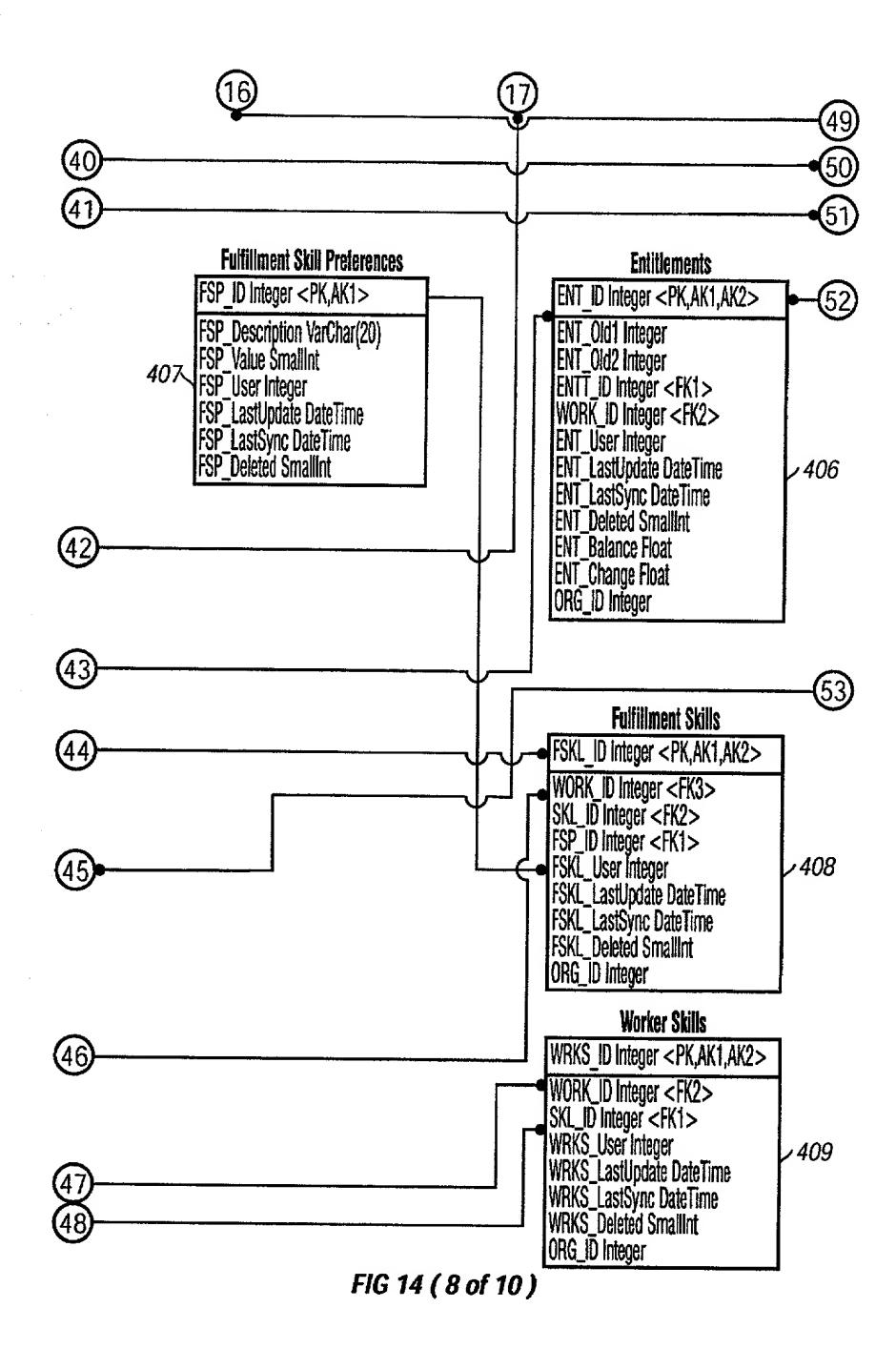
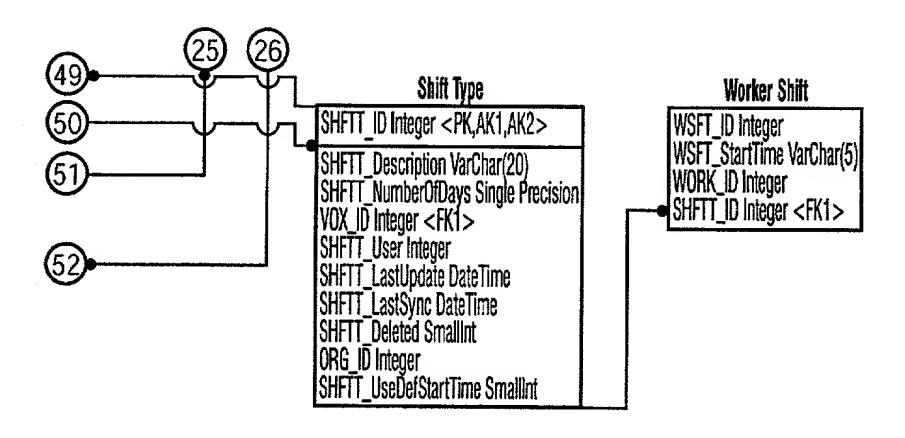


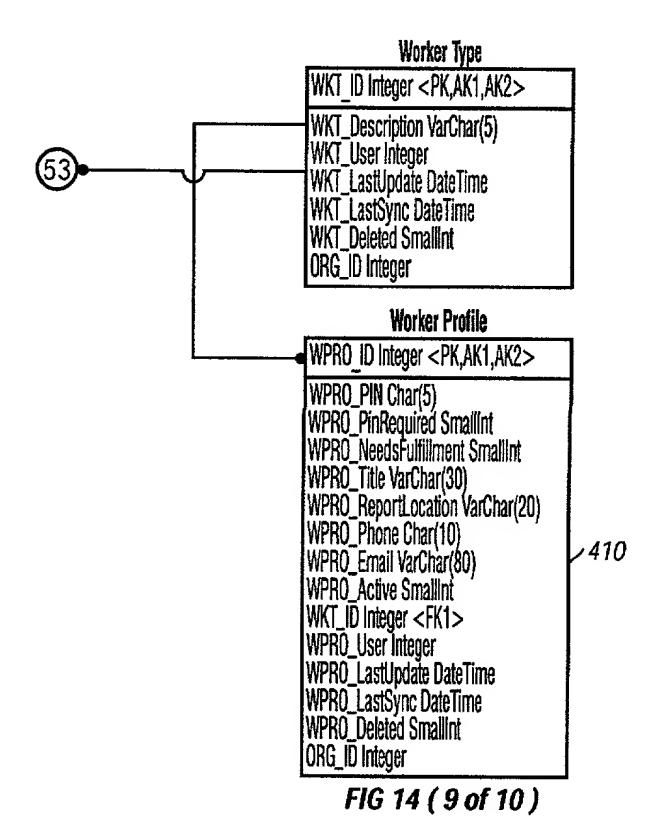
FIG 14 (5 of 10)











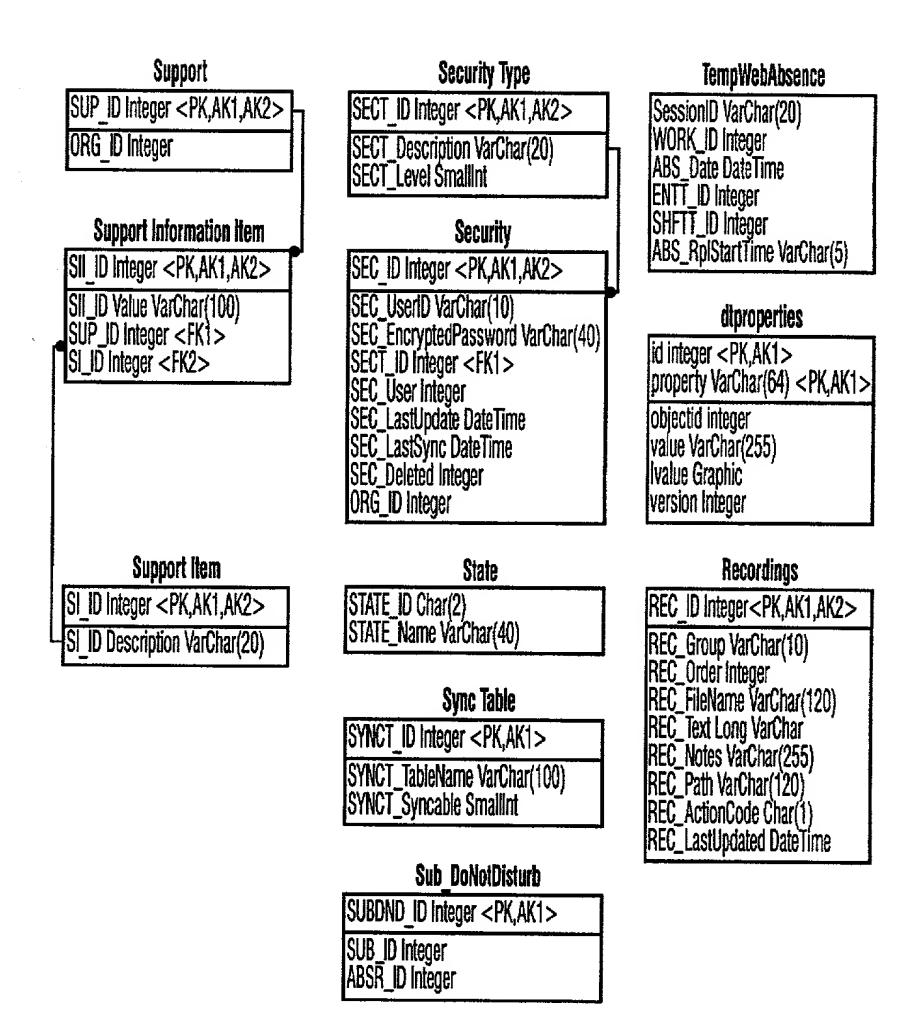


FIG 14 (10 of 10)